# DUNGEONS & DRAGONS®

**Gill Spade**
CHARACTER NAME

| 1 Rogue | Patrick |
|---|---|
| LEVEL & CLASS | PLAYER NAME |

| Investigator | Gnome, Deep (Svirfneblin) | | 300 |
|---|---|---|---|
| BACKGROUND | RACE | EXPERIENCE | Next Level |

## Ability Scores

| STRENGTH | -1 | 8 |
|---|---|---|
| DEXTERITY | +3 | 16 |
| CONSTITUTION | +2 | 14 |
| INTELLIGENCE | +2 | 14 |
| WISDOM | +1 | 13 |
| CHARISMA | 0 | 10 |

## Saving Throws

| PROF | | |
|---|---|---|
| ○ | -1 | STR |
| ● | +5 | DEX |
| ○ | +2 | CON |
| ● | +4 | INT |
| ○ | +1 | WIS |
| ○ | 0 | CHA |

RESISTANCES

Adv. on Int/Wis/Cha saves vs. magic

SAVING THROWS

## Skills

| PROF | EXP | | | |
|---|---|---|---|---|
| ● | | +5 | Acrobatics | (Dex) |
| ○ | | +1 | Animal Handling | (Wis) |
| ○ | | +2 | Arcana | (Int) |
| ● | | +1 | Athletics | (Str) |
| ○ | | 0 | Deception | (Cha) |
| ○ | | +2 | History | (Int) |
| ● | | +3 | Insight | (Wis) |
| ○ | | 0 | Intimidation | (Cha) |
| ● | ● | +6 | Investigation | (Int) |
| ○ | | +1 | Medicine | (Wis) |
| ○ | | +2 | Nature | (Int) |
| ● | | +5 | Perception | (Wis) |
| ○ | | 0 | Performance | (Cha) |
| ○ | | 0 | Persuasion | (Cha) |
| ○ | | +2 | Religion | (Int) |
| ● | | +5 | Sleight of Hand | (Dex) |
| ● | ● | +7 | Stealth | (Dex) |
| ○ | | +1 | Survival | (Wis) |
| ● | | +5 | Thieves' tools | (Dex) |

SKILLS

## Combat

| 10 | +2 | 14 |
|---|---|---|
| MAXIMUM HIT POINTS | PROFICIENCY BONUS | ARMOR CLASS |

Temporary Hit Points:

CURRENT HIT POINTS

**+3** INITIATIVE

| SUCCESSES | ○○○ |
|---|---|
| FAILURES | ○○○ |

DEATH SAVES

| LEVEL | DIE | USED |
|---|---|---|
| 1 | d8+2 | |

HIT DICE

| ENCUMBERED | 15 ft |
|---|---|
| | 25 ft |

SPEED

## Features

| FEATURE | MAX | RECOVER | USED |
|---|---|---|---|

LIMITED FEATURES

## Armor

| AC | | DESCRIPTION |
|---|---|---|
| 11 | Armor | Leather |
| | Shield | |
| 3 | Dex | ○ Medium Armor ○ Heavy Armor |
| | Magic | |
| | Misc | |
| | Misc | |

ARMOR

INSPIRATION

ABILITY SAVE DC

## Proficiencies

ARMOR
● Light ○ Medium ○ Heavy ○ Shields

WEAPONS
● Simple ○ Martial ● Other Weapons:
Hand Crossbow, Longsword, Rapier, Shortsword

| LANGUAGES | TOOLS & OTHERS |
|---|---|
| Thieves' Cant | Thieves' tools |
| Dwarven | Gaming Tools |
| Undercommon | Poisoners Kit |
| Common | |
| Gnomish | |
| Undercommon | |

PROFICIENCIES

## Actions

| ACTIONS | BONUS ACTIONS | REACTIONS |
|---|---|---|
| | Crossbow Expert (with Attack action) | |

ACTIONS

## Senses

**15** PASSIVE WISDOM (PERCEPTION)

Darkvision 120 ft

SENSES

## Ammunition

| NAME | TOTAL |
|---|---|
| Bolts | |

AMMUNITION

| NAME | TOTAL |
|---|---|

AMMUNITION

## Attacks: Weapons & Cantrips

| ATTACK NAME | PROF | ABILITY | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
|---|---|---|---|---|---|---|
| crossbow | ✓ | Dex | 80/320 ft | +5 | 1d8+3 | Piercing |
| Ammunition, two-handed; Sneak attack 1d6 | | | | | | |
| DESCRIPTION | | | | | | |
| Dagger | ✓ | Dex | Melee, 20/60 ft | +5 | 1d4+3 | Piercing |
| Finesse, light, thrown; Sneak attack 1d6 | | | | | | |
| Hand Crossbow | ✓ | Dex | 30/120 ft | +5 | 1d6+3 | Piercing |
| Ammunition, light; Sneak attack 1d6 | | | | | | |

ATTACKS: WEAPONS & CANTRIPS

Rogue, level 1:

- Expertise (Rogue 1, PHB 96) [with two skills]

  I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

- Sneak Attack (Rogue 1, PHB 96) [1d6]

  Once per turn, I can add damage to finesse/ranged attack if I have adv.

  I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

- Thieves' Cant (Rogue 1, PHB 96)

  I know the secret rogue language that I can use to convey messages inconspicuously

**CLASS FEATURES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

Feature Name: Watcher's Eye

My experience in enforcing the law, and dealing with lawbreakers, gives me a feel for local laws and criminals. I can easily find the local outpost of the watch, guards or a similar organization, and just as easily pick out the dens of criminal activity in a community. I am far more likely to be welcome in the former locations rather than the latter, however.

**BACKGROUND FEATURE**

Svirfneblin (+1 Dexterity, +2 Intelligence)

Stone Camouflage:

  I have advantage on Dexterity (stealth) checks to hide in rocky terrain.

**RACIAL TRAITS**

| ADVENTURING GEAR | # | LB | ADVENTURING GEAR | # | LB | ADVENTURING GEAR | # | LB |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

CP

SP

EP

GP

PP

ATTUNED MAGICAL ITEMS

WEIGHT CARRIED

ENCUMBERED
41 - 80 lb

HEAVILY ENCUMBERED
81 - 120 lb

PUSH/DRAG/LIFT
121 - 240 lb

SUBTOTAL

SUBTOTAL

SUBTOTAL

**EQUIPMENT**